

Yuhan Liu

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EDUCATION

University of Michigan Ann Arbor, MI
Master of Science in Quantitative Finance and Risk Management December 2019
Bachelor of Science in Engineering in Computer Science December 2017
Minor in Math GPA:3.575/4.0

SKILLS

- Programming Languages: Proficient in C++, Python, Matlab; prior experienced R, C, SQL, PHP, JavaScript, Swift, C#, HTML, CSS, Angular JS
- Applications: Unity, Git, GameMaker, Visual Studio, Xcode, MySQL
- Languages: Native proficiency in Mandarin, proficient in English, fluent in Spanish

RELEVANT EXPERIENCE

Suitcase LLC Ann Arbor, MI
Unity Programmer February 2018–June 2018

- Developed on an 3D visualization app called Bridevue which can help brides design their wedding
- Upgraded project to a newer version of Unity to get a faster and more stable performance
- Fixed bugs on iOS platform and provided support on producing a WebGL mode of product

Sneak Robber Ann Arbor, MI
Game Designer/Developer (Project) October 2017-December 2017

- Developed a 3D three-person split screen game which involves ghost chasing thieves in Unity
- Designed and implemented main menu, tutorial, credit, score scenes and their transitions; took care of game manager and information passing through different scenes
- Developed game mechanics including treasure, score system and ghost catching thieves
- Collaborated with three team members using product management tool Redmine
- Won second place of the EECS 494 showcase

Internship at Qingdao Women and Children's Hospital Qingdao, China
Intern June 2017-August 2017

- Developed secure website to help hospital IT department to effectively read, write, save and modify crucial information for maintenance of PCs and PDAs of the entire hospital
- Designed the base structure using HTML and CSS, making the website dynamic using PHP and MySQL
- Wrote SQL queries to fetch data in MySQL and created JavaScript Echarts to visualize data points for users; reduced communication time by 40%
- Optimized SQL queries to improve efficiency and increase accuracy in hospital internal database

Game Development Project "Delivery Kids" Ann Arbor, MI
Programmer (Project) January 2015-May 2015

- Used Python and Pygame to develop game designed to facilitate concentration and memory for children with Autism Spectrum Disorder.
- Programmed the clicking objects' events handler to find the items for the corresponding delivering customer in the game
- Wrote proposal, user manual, final report with team members; presented the game to users

OTHER EXPERIENCE

Society of Global Engineers Ann Arbor, MI
Chair of Recruitment Committee January 2015–May 2016
Co-chair of Membership Committee September 2015-May 2016
Secretary May 2016-May 2018